

Number 1 -

- Question -

What does RGBA stand for?

- Answer -

RGBA color values are an extension of RGB color values with an alpha channel - which specifies the opacity for a color. An RGBA color value is specified with: `rgba(red, green, blue, alpha)`.

Number 2 -

- Question -

From the Pillow module, how do you get the RGBA value of any images?

- Answer -

A function call to `ImageColor.getcolor('CornflowerBlue', 'RGBA')` will return `(100, 149, 237, 255)`, the RGBA value for that color.

Number 3 -

- Question -

What is a box tuple, and how does it work?

- Answer -

A box tuple is a tuple value of four integers: the left-edge x-coordinate, the top-edge y-coordinate, the width, and the height, respectively.

Number 4 -

- Question -

Use your image and load in notebook then, How can you find out the width and height of an Image object?

- Answer -

`img.size` is a tuple of two integers, the width and the height.

```
from PIL import Image
img = Image.open('image.jpg')
img
```



```
img.size
(3840, 2118)
```

Number 5 -

- Question -

What method would you call to get Image object for a 100×100 image, excluding the lower-left quarter of it?

- Answer -

`img.crop((0, 50, 50, 50))` #Notice that you are passing a box tuple to `crop()`, not four separate integer arguments.

Number 6 -

- Question -

After making changes to an Image object, how could you save it as an image file?

- Answer -

Call the `img.save('newimg.jpg')` method of the Image object.

```
img.crop((0, 50, 50, 50))  
img.save('newimg.jpg')  
img
```



Number 7 -

- Question -

What module contains Pillow's shape-drawing code?

- Answer -

The `ImageDraw` module contains code to draw on images.

Number 8 -

- Question -

Image objects do not have drawing methods. What kind of object does? How do you get this kind of object?

- Answer -

`ImageDraw` objects have shape-drawing methods such as `point()`, `line()`, or `rectangle()`. They are returned by passing the Image object to the `ImageDraw.Draw()` function.

